THE CORTEZ GAMBIT

A Hypothesis

1 d4 b6 2 c4 e5!

EDWIN CORTEZ

About the Author of

THE CORTEZ GAMBIT

Edwin Cortez (b. May 3, 1958) is a local club player from the progressive town of Paniqui, 141 kilometers north of Manila. He learned chess at a rather late age of 15 and has always played in tournaments since he was 16. In his first taste of tournament he topped the Tarlac eliminations of the Pepsi Cola sponsored 1974 National Juniors Chess Championships. In 1978, he became the all-champion of his home province; the title he had successfully defended in the next seven years.

Twice, he attempted to take part in the regional eliminations of the Far East Bank International Open. In both tournaments he landed among the qualifiers.

He is a highly original chess player — manuscripts of the present two works and each of the two antecedent works to each first mentioned twos exist in his handwriting and attest to his originality. He is keen in chess blind. Also, a tournament arbiter.

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He is a registered author of the National Book Development Board. (Philippines).

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A Hypothesis

by

Edwin Cortez

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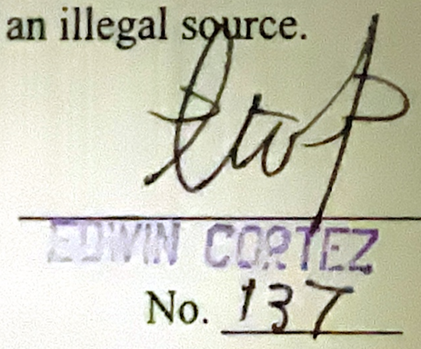

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Acknowledgement

The author would like to thank Ted Sangalang for lay-out.

Symbols

=	level position
!	a strong move
!!	a very strong move
!?	a move worthy of consideration
?!	a dubious move
?	a bad move
??	a blunder
+	check

Preface

The book before you is within an inch of a complete rewrite of the unpublished original work.

Fifteen months after the original work was offered for publishing, and it was only too lately that it revealed upon me the omissions and faults of the unpublished work.

"Because chess is both complicated and inexhaustible, some errors of analysis are almost inevitable."

—GM EDMAR MEDNIS

As the errors remain my responsibility and being morally bound to champion my invention, I strived to vindicate the original work and endeavored to lead its turn for the better. Thus, rectifying the following problems: (1) analytical oversights, (2) flat wrong variations (this and the first are unintentional, see introduction b, p.6), (3) (in relation to the 1st) insignificant long lines of analysis; if a given move is flatly wrong what follows is junk; for (1), (2), (3), when in no reservation to make an intentional misplay, I was convinced that I was playing the best possible moves (see introduction a, p.5), (4) discovery of repetitive

themes, (5) inclusion of insignificant almost trifling indexes.

Findings (1), (2), (3), (4), (5) are addressed especially, but not limited, to those who had access to the first work.

And now: The antithesis of the above enumerated and at all times interest of the tournament player, (6) fresh and new material, new ideas of a new kind; this does not necessarily imply that the material of the first work had lost their newness and freshness; the original material had, in fact, served the basis and provided the impetus for the writing of this present edition; and the squaring, (7) complete avoidance of the use of symbols (except for a few standards), replacing, for example, "∓" with an explanation of why Black has a clear advantage; enough label for a move not more. However, when necessary, I have given long and detailed analysis whenever an issue is on hand; the resolution of which renders the viability and impracticality of the line or lines that have emanated thereby.

The book is well-balanced and impartial; it is not biased towards Black. I never intentionally ignore any critical White move nor skip a crucial line that threatens the viability of the gambit. Hence, the reader is advised to be very critical in reading and read all.

The book consists of two parts, gambit accepted and declined. And the material is presented in *Game*'s and as it would be if played in practice.

Tarlac, 2002 *EDWIN CORTEZ*

Introduction

All of chess is hypothesis except that which pertains to its actual proceedings and is governed by the rules of the game.

Each and every one of us has his individual ideas. All kinds of ideas — brilliant, intelligent, dull, and the ordinary.

The realm of chess is unbounded and unlimited. With good theoretical knowledge a local club player can conceive a virtuous idea of which even the most notable theoretician, and the strongest competitor cannot; to them we return leaving the validity of an idea.

1 d4 b6 c4 e5! I came to the discovery of the gambit in February 1998. One night, shortly after dinner, I was working on a home preparation on 1 ... b6 (almost always irrespective of my opponent's first move). My investigations stretched out to 11:30 and I felt I had enough, and decided to call it a night. I was about to lay in bed when the move 2 ... e5!! flashed into and struck my mind! Truly, a very promising novelty! — has always prevailed upon me.

From that day to this, I have begun to hypothesize playing moves alternately for either side. After 3 dxe5 the retort 3 ... Bb4 follows and succeeds. The check overwhelmed my objectiveness so that the other alternatives were not considered with the sole exception of the natural order 3 ... Nc6 (see *Game One*, very first notes, p.9) which fails to instill confidence, and until the present work, in my subjective thoughts. As matters stand, I gave it a dubious reputation. The future may certainly reprove or affirm my prejudice over this issue.

In the proceeding months following and in September 1998, and after tedious experimentation and assessments and while the validity of the gambit was still in question, a resolution came interposing: I should feel bound by duty to defend the gambit and formulate it in writing.

A side story. I chanced upon NM Romeo Alcodia, who plays and believes (of course, other than me and the many) in the tenability of the novel idea. We reciprocated on the gambit's insights. He showed and explained to me, and before chess kibitzers, some points of his game against GM Dashzeveg Sharavdorj of Mongolia, played in Kuala Lumpur, 1999: 1 d4 b6 2 c4 e5 3 dxe5 Nc6 4 Bf4 Nge7 ¨, an attempt to recover the gambitted pawn in due course via king's knight (g6) makes this 'variation' theoretically correct . . . " — Alcodia. And until in the latter stages he had a winning game when, suddenly, he floundered and subsequently lost. This is the first international debut of the gambit. And for its first national debut, we cite Nadera – Alcodia, Manila, 1999. The first ten moves went: 1 c4 b6 2

For the full text Sharavdorj-Alcodia/Nadera-Alcodia, see Appendix pp. 60-62

d4 e5 3 dxe5 Bb4+ 4 Nd2 Nc6 5 Ngf3 Qe7?! 6 a3! Bc5 7 b4 (see *Game Eight* notes, p. 35) 7 … Nxe5 8 Qb3 (8 bxc5?? Nd3 mate) 8 … Bd6 9 Bb2 Nh6 10 Nd4 and White went on to win in 42 moves. Despite these setbacks, however, Alcodia without a hint of irresolution expressed that he would faithfully adhere to the gambit and further expressed his support — to play the novel tried-and-true as there are opportunities and venues.

With the intriguing 2 … e5! Black forces White — at that early! — to clarify matters in the centre at the same time retaining the option to involve the black queen's bishop on its original square* or at b7, or about a6 until one becomes apparent in the appointed time to contend.

The Random House Webster's Dictionary defines *Hypothesis* as a provisional theory or assumption set forth to explain some class of phenomena.[1] Hypothesis is the word that this book lies comfortably. I do not insinuate that my book is exempt from liability to error.

As a preliminary, let us pre-empt the texts' annotations. Let us take a contextual picture of the analogy, of the meaning of the "word" with the material.

a) 2 … e5 is yet a "provisional theory" unless and until one and/or the other — theoretician, grandmaster attest(s) to the fact that at best it is tenable, or at least it is no longer conjectural. Let us take a macro example: *Game Eight*, unqualifiedly, is theorized on prescribed chess strategy and its effect or result on basic principles; I believe I

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* The author had so intended "… retaining , option … original square …. " to mean the queen's bishop movement along the c8-h3 diagonal.

[1] Random House Webster's Dictionary, Third Edition (Revised and Updated) (New York. The Ballantine Publishing Group, 1998), p.354.

have done so. The same holds true for the other *Game*'s accepted; not excepting *Game Ten*-5 … Bd4 is singular and at the lever between the indicative and unorthodox approach.

And for the rest of the *Game*'s. White, for the reason given against gambits (introductory note, p. 44), had apparently contended for normalcy; though *Game Fifteen*-3 e3 seemed to have violated sound opening principles. One and the same and as is true for the immediately preceding paragraph.

Also, of course, all the moves (text and notes) or each and every turn taken by either side after 2 … e5 is a provisional theory.

b)[A]ssumption 1. something taken for granted; a supposition. 2. the act of assuming 3.[meaning omitted not material to purpose].[2]

For example, in *Game One* the move 8 … Qa3? (p. 10) was assumed and "taken for granted" intentionally (as I am the mover for either side) so as to allow White a good move 9 Rd1! We should, of course, ". . . familiarize ourselves with inconsistent moves and how to counter them and show the methods of refuting them . . . " —commonplace and yet arresting the consciousness of the serious player!

c) [T]o explain some class of phenomena; phenomenon n., pl.-na 1. a fact, occurrence, or circumstance observed or observable. 2. something remarkable or extraordinary. 3.[meaning omitted not material to purpose].[3]

i) In *Game One*-6 Qd5 (p. 9) the explanatory note

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[2] Ibid., p.41.

[3] Ibid., p.538.

proscribes, thus: "The pass may work only against inferior opponents as the white queen stands on a vulnerable square that will mean loss of time retreating she to another post later." *— circumstance observable.*

In one side and out the other side of 4 … Qe7?!, 5 … Qxe5, in precisely the order given, a 1-0 for the first player (*Game Six* pp. 26-31) *—circumstance observed.*

ii) In *Game Eight* Black had deviated from *Game Seven* -4 … Ne7 and came up with an avant-garde restraining move 4 … c5!? It not only saved, yet also gave him a promising game. *—remarkable.*

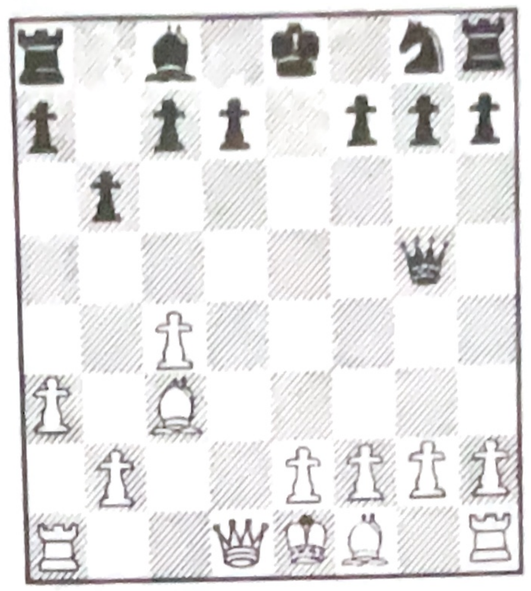
iii) In *Game Six*, the wording "peculiar" for *extraordinary* (p. 28, see also diagram on p. 29).

iv) "[P]henomena" is preceded by the set of words "explains some class of." This can be taken to mean: both *Game's One* and *Two* have doubled e and c pawns (after the 4th turn) ,and accordingly we can correlate one with the other.

Compare *Game Six* notes (see pp. 26-28 b): 1 d4 b6 2 c4 e5 3 dxe5 Bb4 + 4 Bd2 Qe7?! 5 Nf3 Nc6 6 Nc3 Nxe5 7 Nxe5 Qxe5 8 a3 Bxc3 9 Bxc3 Qg5 with *Game Seven* notes (p. 32), 1d4 b6 2 c4 e5 3 dxe5 Bb4+ 4 Nd2 Nc6 5 Ngf3 Qe7?! 6 a3 Bxd2+ 7 Bxd2 Nxe5 8 Nxe5 Qxe5 9 Bc3 Qg5. We have before us the one-diagram in parallel, especially, for the identical positions obtaining in *Game's Six* and *Seven* notes, from the very same 9 … Qg5'*s*. In a devious manner, we can correlate one with the other if we take back* moves from the 9th down to the 6th.

---

*Take-back is very practical in chess analysis; it's time and effort saving. To emphasize this matter further, let us assume that we are on move 50 and we are set to review Black's 42nd move. Simply, we take back 8 sets of moves. The derivation 1- 42 is absolutely impractical.



Game's One and Two is a set of class and also *Game's Six and Seven* notes.

The purpose of this book is to lay the groundwork for further critical analysis. It aims and seeks affirmation and to find support from Black players and in a natural reciprocal manner the opponent.

And finally — to once and for all resolve the hanging issue concerning the authenticity of the new material, present and the first — I should point out that the expression or analysis promoting or supporting the novelty 2 … e5 is my invention.

Computers could be set to work to provide the analysis most practicable; players, theoreticians, and editors can determine whether a material ". . . originate as a product of one's own ingenuity or contrivance."

Tarlac, May 5, 2002 *EDWIN CORTEZ*

Game One

1	**d4**	**b6**
2	**c4**	**e5**
3	**dxe5**	**Bb4+**

The deferential routine procedure with 3 … Nc6 runs suspect after 4 Bf4!, e.g. 4 … Bb4+ 5 Nd2.

4	**Nc3**	**Bxc3+**

An idea that naturally appeals to supporters of structural advantages.

5	**bxc3**	**Qe7**
6	**Qd5**	

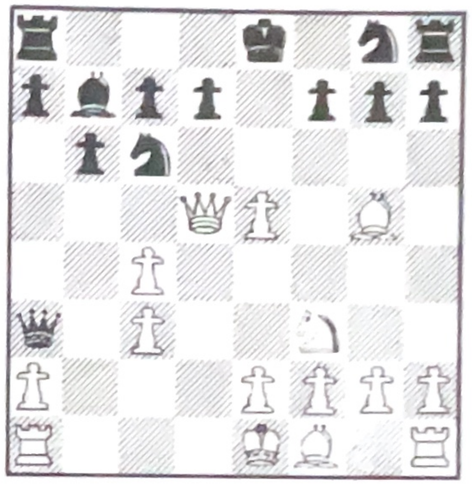
The pass may work only against inferior opponents as the white queen stands on a vulnerable square that will mean loss of time retreating she to another post later. 6 f4, holding over the e-pawn and at all costs: 6 … f6! upsets the white f-pawn's counting up of the extra pawn, 7 Nf3 Nc6 8 e4 (a just move but no more than that) 8 … fxe5 9 f5 Nf6 10 Bd3 Ba6 11 Qa4 (110-0 Bxc4!) 11 … Na5 12 Ba3 c5 13 0-0 Bb7 14 Bc1; White shrinks his extra bishop back to its home base as it is no longer serviceable at a3 and ponders on the c1-h6 diagonal, 14 … 0-0-0 (neither 14 … Nxe4? 15 Re1 Nxc3 16 Qc2 Bxf3 17 Qxc3 nor 14 … Bxe4? 15 Bxe4 Nxe4 16 Re1 Nxc3 17 Qc2 is possible) 15 Bg5 Rdf8 16 Qc2 d6 17 Nd2 Qf7! defers or at least frustrates White's queenside intention at the rear of N(d2)-b3, a2-a4, a4-a5; Black's … g7-g6! will have thwarted that intention before

that is externalized.

6	**…**	**Nc6**
7		**Nf3**

7 f4? f6 8 Nf3 Bb7 with a clear advantage for Black.

7	**…**	**Bb7**
8	**Bg5**	**Qa3?**



The diagonally lying road f8-a3 is the right of way awarded to the black queen by virtue of an order by the b4 - bishop — 4 … Bxc3+ was constraining the white b-pawn to vacate its homestead, and to transfer to a higher ground c3. As the black queen was too excited to enjoy the exercise of a right, she left— unwary of the fact that the white queen by accessorizing the a1-rook can terrify the black king. Correct was 8 … f6 giving Black a strong initiative, 9 exf6 (9 Bh4 0-0-0) 9 … Nxf6.

9	**Rd1!**	

9 Qd3? (thoughtlessness) 9 … Nge7 then Black prepares to castle to the other side with a healthy constitution whilst White is pale with serious holes and fractured pawns.

9	**…**	**Qxc3+**

10 Bd2 Qc2

If Black had 10 … Qa3 played up instead, White simply cannot hope justification for a queen trade as this would leave his e5-pawn at bay: 11 Qxd7+ Kxd7 12 Bb4+ Kc8! 13 Bxa3 Nge7 14 Bb2 Ng6 15 e6 f6 16 e3 Re8 (the same picture can be had with 15 e3, 15 … Re8).

11 Bg5 Qc3+
12 Bd2 Qc2
13 Bg5 Qc3+

Championing a saving clause!

Game Two

1 d4 b6
2 c4 e5
3 dxe5 Bb4+
4 Nc3 Bxc3+
5 bxc3 Qe7
6 Bf4 Nc6
7 Nf3 h6

Circumspect of the succeeding Ng5 or Bg5 in the course of time. As Aron Nimzovich had aptly put it: "The threat is stronger than its execution!"

8 h3

Deterring Black from kicking the knight away from the defense of the front e-pawn with … g7-g5, … g5-g4.

8 … Ba6

9 e3 0-0-0

Now we see why 7 … h6 and its counterpart 8 h3 were called for.

10 Be2

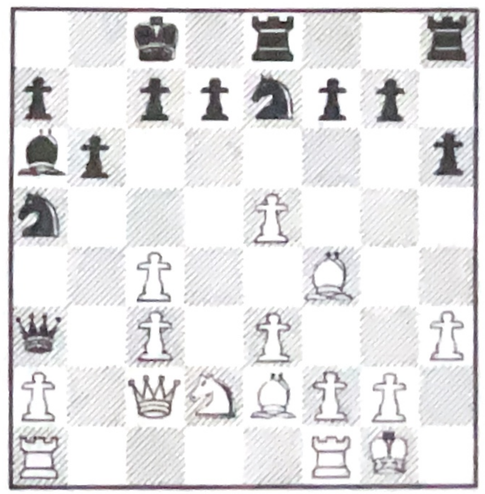
Keeping the d-file open for his queen and rooks and also for the formers diagonal b1-h7 path. The king's bishop advance was a matter of choice. 10 Bd3 and no other, was also a candidate move.

10 … Qa3
11 Qc2

11 Qb3 Qc5 with a view of … Na5.

11 … Nge7
12 0-0 Na5
13 Nd2

Preparing to pull off to the opponent's queenside. For example, 13 … Rde8



14 Nb3! Bxc4 15 Bxc4 Nxc4 16 Qe4 wins; if 14 … N7c6 White has a sound and verified tactic standing by, 15 c5!

13 … N7c6

Most prudent. Makes no avail of White's course of

action to pull off to Black's queenside. This restraining move belittles, in particular, White's means of hopes to endanger the black player's king: open b-file; possibility of the tactical theme c4-c5; the knight subduing (N(d2)-b3) its counterpart of its hold of the a5-square forcing the black queen to vacate her blockading post (a3); and to push with a2-a4 onto a5.

14 Rfd1 Rde8!

The moving back with … Qe7 (up to this or that time no matter what) is remiss. The queen at square-a3 does duty as an effective blockader (of a2-pawn) and a supporter of the critical defensive knight post at a5. 14 … Qe7 (14 … Rhe8?! allows 15 Qh7 Rg8 and hope for the best with 16 Bg4!, e.g. 16 … Qxc3 17 Nb3!) 15 Nb3! Nxc4 (15 … Bxc4??, in a little later so light a deal is ended, 16 Nxa5 Nxa5 17 Bxc4 Nxc4 18 Qe4) 16 Qe4. and Black is in trouble, 16 … f5 (16 … b5 17 Bxc4 bxc4 18 Nd4) 17 Qxf5. The black queen's retreat greatly compromises the safety of the black king.

15 Qf5 Re7

15 … Qe7 is an echo of remissness.

16 Nb3 Nxc4

The leader of the c-pawn was expendable anyway. 16 … Bxc4?, capturing with the wrong piece and after 17 Nxa5 Nxa5 (17 … Bxe2 18 Nxc6) 18 Bxc4 Nxc4 19 Qe4 the first player wins.

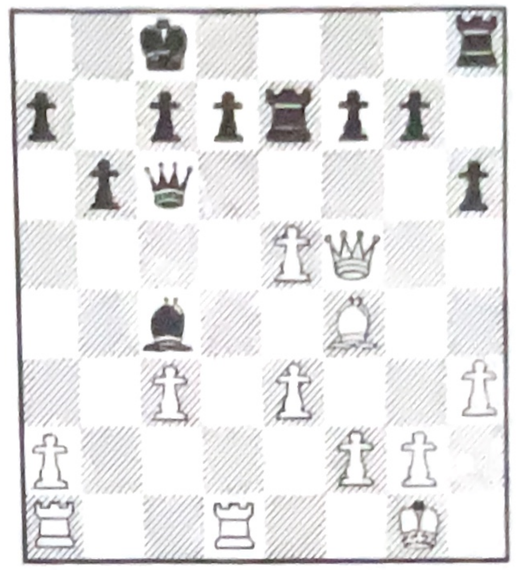
17 Bxc4 Bxc4

18 Nd4!

Black's better bishop and better pawn structure is well counterbalanced by White's open b and d files.

18 … Qc5

19 Nxc6 Qxc6



20 Rd4!

The move is ruled by Black's QB a8-h1 superiority and the maneuver … R(e7)-e6-g6 as sideline.

20 … Re6

Fine. On the contrary, a waste of time would be 20 … Bd5: 21 f3 when Black must take caution whether he will clear up the c-file with … Qxc3. Let Black be indifferent to this situation and toe the line of 21 … Qxc3: 22 R4d1! is a cunning maneuver with violent intent! 22 … Be6 23 Qe4 Kb8 24 a4 compels a weakening . . . king's shelter with 24 … a5. And now 25 Bg3! when the threats of Be1 and R(d1)-c1 make life difficult for Black.

21 Qe4

". . . QB a8-h1 superiority . . . maneuver . . . . no more."

21 … Qxe4

22 Rxe4 d5

23 Rd4 c5

24 Rd2

One or the other of two is neither worse nor better.

Game Three

1	**d4**	**b6**
2	**c4**	**e5**
3	**dxe5**	**Bb4+**
4	**Bd2**	**Bxd2+**
5	**Qxd2**	

5 Nxd2 — intentional relinquishment of the white queen's knight hold of the d5-square (Nb1-c3). 5 … Nc6 6 Ngf3 (6 f4 f6!) 6 … Nge7 =, … Ng6, … N(g6)xe5.

5 … Qe7

Most prodding in serving Black's interest. The instinctive 5 … Nc6 is suspect as it would allow a proviso 6 f4 , the only instance (e5-pawn at anchor) where White may justifiably exercise ownership over the extra pawn.

The alternative support would fail with either:

a) **6 Qc3** Qe7 (6 … Nge7 7 e6!) 7 Nf3 Nh6 (with the idea of … Ng4) 8 h3 0-0 and … Re8 is next in order; or

b) **6 Nf3** Nge7 7 Nc3 Ng6 8 Qd5 Bb7.

6 … f6 (reply to 6 f4) 7 exf6 Nxf6 8 Nc3 Qe7 (8 … 0-0? 9 e4 Re8 10 Bd3 or 9 … Nxe4? 10 Nxe4 Re8 11 Bd3) 9 Nd5. The proviso is well predicated and Black's seizure of the e-file is disputed.

6 f4?

6 Nf3! Nc6 7 Nc3 Nxe5 8 Nd5 (8 Qd5!? Nc6) 8 … Nxf3+ 9 gxf3 Qd6. While White is perfectly OK, it is not all clear what he should do against the awkward black queen position.

Extending: In any of the arisen positions enumerated below, obtains for the reader how surprisingly close Black is to reaching a precarious balance.

a) **10 Qg5** g6 11 0-0-0 Bb7.

b) **10 Qe3+** Ne7 11 0-0-0 Bb7.

c) **10 0-0-0** Ne7.

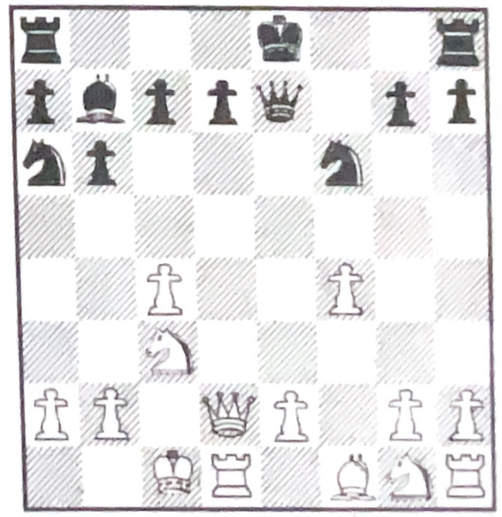
6	**…**	**f6**
7	**exf6**	**Nxf6**
8	**Nc3**	**Bb7**

8 … 0-0? 9 Nd5.

9	**0-0-0**	**0-0**

The crisis hinges on e4 — White would like to play it and Black prevent it. Black notwithstanding:

a) **9 … Na6**



Still controlling! Let White offer resistance and free his game, by chance: 10 e4 Nxe4 11 Nxe4 Bxe4 12 Re1 0-0 (12 … 0-0-0? 13 Qd5! forces 13 … Bxd5 14 Rxe7 would

win a pawn) 13 Bd3 (now 13 Qd5+ is reckless and the black king would prove why this is so; 13 ... Bxd5 14 Rxe7 Be6, ... Rf6, .. Kf8) 13 ... d5 (13 ... Nc5?? 14 Bxe4 Nxe4 15 Qd5+) 14 Bxe4 (14 cxd5 Qc5+ 15 Kb1 Bxd3 + 16 Qxd3 Nb4 17 Qb3 Nxd5 is nearly complete for Black) 14 ... dxe4 15 Qd5+ Kh8 16 Rxe4 (16 Qxe4? Qf6) 16 ... Qf6 17 Qd4 Qg6.

The black rooks and knight threat combination, a send off to rip up the now extremely bad White position:

i) ... N(a6)-c5-d3 — compels the rook to give possession of the e4-square.

ii) ... R(a8)-d8 — pulls through the d-file and bolsters ... N(a6)-c5-d3.

iii) ... R(f8)xf4 — a tactical possibility linked together with (*i*) and (*ii*).

Black's option of a blockading show off would fall short:

b) **9 ... Ne4** 10 Nxe4 Bxe4 11 e3 0-0 12 Bd3 Re8 13 Re1 Nc6 14 a3 a5:

b1) **15 Nf3**. Really now, Black cannot keep in the hand the blockade.

i) **15 ... Bxf3** is rash and exposes the black king to attack (with 16 gxf3).

ii) **15 ... Kh8** (15 ... Rad8 16 Bxe4 Qxe4 17 Qd5+, etc.) 16 Ng5 Bxd3 17 Qxd3 g6 18 h4 threatens h5 with decisive effect.

iii) **15 ... a4** 16 Bxe4 Qxe4 17 Qd5 + Kh8 18 Qxe4 Rxe4 19 Nd2 and Black loses the square he has just taken possession and control of.

b2) **15 Bxe4** Qxe4 16 Qd5+ Kh8 17 Nf3, e.g. 17 ... a4 18 Ng5 forces 18 ... Qxd5 as 19 cxd5 would be enough for a

win, except:17 Qxe4 Rxe4 18 b3 a4!

10 Nf3

White misses the rescuer 10 Nd5! Bxd5 11 cxd5 Qc5+ forces 12 Qc3 (either 12 Qc2 Qxc2+ 13 Kxc2 Ng4 or 12 Kb1 Ne4, ... Nf2 would win for Black) 12 ... Qxc3 + 13 bxc3 Ne4 14 Nh3 Nxc3 15 Rd4! Nb5!

Black's other possibilities are misleading:

a) **15 ... Nxa2+?** 16 Kb2 c5 (forced) 17 dxc6 Nxc6 18 Rxd7 Nab4 19 e4 Rad8; Black's elimination of the rooks is wanted, otherwise his game gives way to force or pressure, 20 Bc4+ Kh8 21 Rhd1 Rxd7 22 Rxd7 Rd8 23 Rxd8+ Nxd8. White is superior in force because he has a promising passed e-pawn, an unmatched bishop against Black's extra knight; and an active king, anxious to frustrate the queenside pawns' lust to expand.

b) **15 ... c5** 16 dxc6 and now:

i) **16 ... dxc6** 17 Rd2! Ne4 (17 ... Nb5 18 e4) 18 Rc2. The threat of g2-g3 looks dangerous as it prepares the pointed Bg2.

ii) **16 ... Nxc6** 17 Rd2.

We proceed, 15 ... Nb5! (after 15 Rd4!): 16 Rd2 (16 Rb4 Nc3 17 Rd4 Nb5=; rule out 16 Rc4? c5 17 dxc6 Nxc6! 18 g3 as 18 ... Rac8! gives plenty of worries to White) 16 ... Nd6 17 Rd4 Nb5=.

10 ... Na6

Black has adequate compensation for the pawn. Nor can White advantageously give back the extra material.

Game Four

1	d4	b6
2	c4	e5
3	dxe5	Bb4+
4	Bd2	Bxd2+
5	Qxd2	Qe7
6	f4?	f6!
7	Nf3	Nc6

Black's control of the e-file is defeated through 7 ... Bb7 8 Nc3 fxe5 (careless is 8 ... Bxf3 and after 9 gxf3 fxe5 10 0-0-0! Black's king is exposed to peril) 9 Nxe5 Nf6 10 0-0-0 d6 11 Nf3 0-0 12 e3 Nbd7 13 Bd3.

Black wanes and loses initiative through 7 ... fxe5 8 Nxe5 Nf6 9 Nc3 Bb7 10 0-0-0 0-0 11e3 Na6 12 Bd3 Nc5 13 Bc2.

8 exf6?

White could have practically repaired his botch on his 6th with 8 Nc3: 8 ... fxe5 9 Nd5 Qd6 10 f5 Nf6 11 Nxf6+ Qxf6 12 e4 g6! 13 g4 gxf5 14 gxf5 Bb7 15 0-0-0 0-0-0 and Black has no more than a satisfactory waiting game.

8	...	Nxf6
9	Nc3	Bb7
10	0-0-0	0-0-0
11	e3	

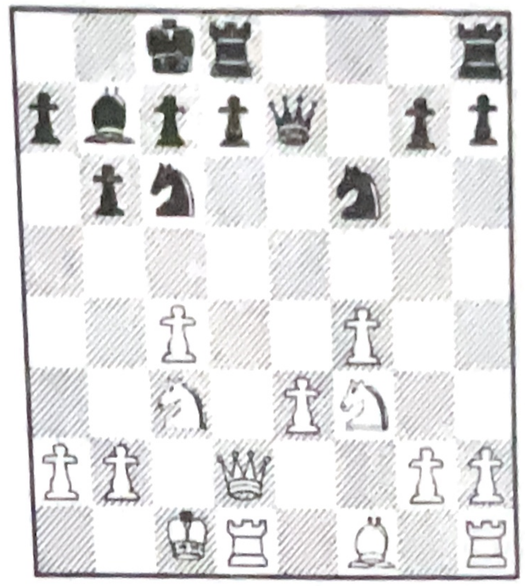
(see next diagram)

Just the way it exists, White has worked his way out of the opening — but only unconscious of a skulked, Black might have accomplished, lurking in the shadows.

Without warning . . .

11 ... d5!!

Black thuds the skulked, striking! the very source of White's force.



12 cxd5?

White has precisely nothing anyway. Less worse than the text 12 Qe1 was obliging, and after 12 ... dxc4 13 Rxd8+ Rxd8 14 Bxc4 Black has 14 ... Na5 and the follow-up ... Qc5 fatigue White in defending an abject position.

12 Nxd5 was simply absurd, 12 ... Nxd5 13 cxd5 Nb4 (E.g. 14 d6 Rxd6 15 Qxb4 Rxd1+, etc.).

12	...	Nb4
13	Bc4	

Unfortunately for White, the gutsy 13 e4 cannot at all create counterchances after 13 ... Nxe4.

13	...	Nfxd5

Black is in for the slay while White, helplessly, is seized.

14	Nxd5	Bxd5
15	Bxd5	Rxd5
16	Qe2	Rc5+
17	Kb1	Qe4+

18 Ka1 Nc2+

Finish.

Retro I

Rusty is 11 Nxd5 (in lieu of **11 e3**) 11 … Nxd5 12 cxd5 Nb4 13 d6 Nxa2+!! (13 … Qe4?! 14 b3) 14 Kb1 when 14 … Qe4 + is cutting:

1) **15 Qc2** Nb4 16 Qxe4 Bxe4 + 17 Ka1 cxd6. White would lose owing to the weakness of his king's position.

2) **15 Qd3** loses in short order after 15 … Qa4 16 b3 Qa3 when White cannot parry the threats of … Nb4 and the tactical … B(b7)-e4, viz. … Be4, Qxe4, … Nc3(+).

3) **15 Kxa2** submits to 15 … Qa4 + 16 Kb1 Be4+, etc.

Retro II

The alternative 12 Nd4 (in lieu of **12 cxd5?**) will stand no push after 12 … Rhe8!, viz: White can hardly prevent Black's looming trespass in one and the other cases:

1) **13 cxd5** Nxd5.

2) **13 Rhe1** dxc4 14 Bxc4 Na5.

3) **13 Nxc6** Bxc6.

12 … Na5 and 12 … dxc4 both inaccuracies:

1) **12 … Na5** letting down the winning thrust (**11 … d5!!**): 13 e5! bxc5 (13 … Rhe8 14 cxb6 axb6, but Black has no real compensation for his pawn after 15 Nc2) 14 Nf3 Very quickly Black is reduced into a shaky queenside and lack of effective counterplay.

2) **12 … dxc4** 13 Bxc4 Na5?? 14 Nf5! Qf8 (14 … Qc5 15 Be6+ Kb8 16 Qxd8+ Rxd8 17 Rxd8+, etc.) 15 Be6+ gives

an overwhelming endgame advantage after 15 … Kb8 16 Qxd8+ Qxd8 17 Rxd8+ Rxd8 18 Nxg7 Bg2 19 Rd1.

Game Five

1 d4 b6
2 c4 e5
3 dxe5 Bb4+
4 Bd2 Qe7?!
5 Bxb4

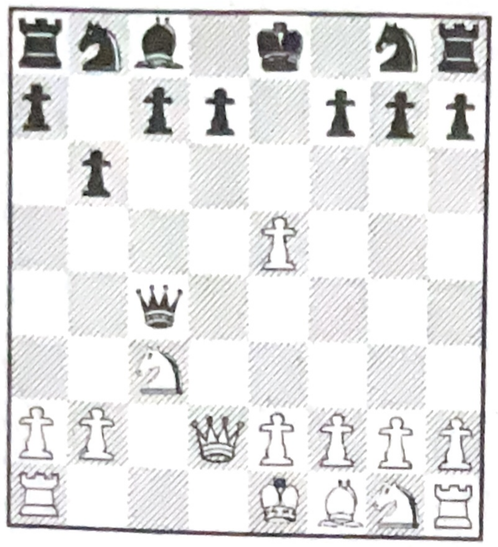
The move though uncharacteristic on its surface is impressed with merits: The white queen expeditiously occupies (next move) the pivotal d2-post for immediate action on the dark squares, the squares in which she is unarguably superior. And along the way White gains valuable time by forcing Black to leap his queen too often —5 … Qxb4(+), 6 … Qxc4; and 4 … Qe7 as incident, not to mention the succeeding— resulting to the opening up of the c-file for the rook, there and then clears the bishop's diagonal (f1-a6) at full length with e2-e4.

Plus, other advantages that may be derived therefore, viz. at some point in the 7th move-notes the black queen was to be left positioned awkwardly.

5 … Qxb4+
6 Qd2 Qxc4

6 … Qe7, see *Game Three*-5 … Qe7.

7 Nc3



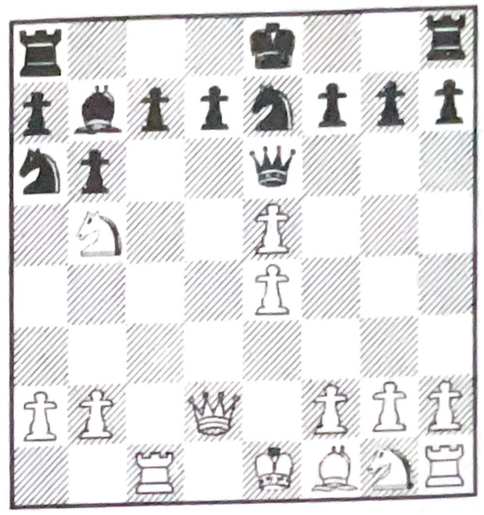
At this very early stage, we have reached a crucial position — Black is thrown, apparently, into the defensive. The diagrammed position requires of the black player— starting on his very next move — "Olympian defensive technique."

7 ... Ba6!

Yes, the very first requisite and the order is essential! If this move is to be done proceeding a move Black is probably doomed, **7 ... Ne7** 8 Rc1 c6 9 e4 Qe6 10 f4 Ba6 (10 ... 0-0 11 Nf3 f5 12 Ng5 Qg6 13 Bc4+ Kh8 14 h4! fxe4 15 h5 Qf5 16 h6 g6 17 0-0!; the threat of N(c3)xe4, N(e4)d6 is ruinous) 11 Bxa6 Nxa6. The favorable trade consummated by Black is inconsequential, and as yet he is hopelessly cramped, 12 Nf3 0-0-0 13 f5 Qc4 14 b3 Qb4. The vulnerability of the black queen assists White's attack with tempo, 15 a3 Qxb3 (15 ... Qxa3 16 Nb5 Qxb3 17 N3d4, and the knight at b5-square carries on with N(b5)-d6-f7) 16 Nd4 Qc4 (16 ... Qxa3 17 N3b5 then the hop to d6 en route to f7 is echoed) 17 N3b5, White's knights working like the sting out of the bishop-pair!, 17 ... Qa4 18 Rc4! is conclusive, 18 ... Qa5 (18 ... Qxc4 19 Nd6+) 19 Qxa5 bxa5

20 Nd6+ Kc7 21 Nxf7, etc.

Also unavailing for Black would be **7 ... Bb7**, to find himself routed by 8 Rc1 Ne7 9 e4 Qe6 10 Nb5 Na6



11 Rxc7! Bc6 (11 ... Bxe4 12 Nd6+ Kd8 13 Rc3! Nc5 14 b4, etc.; 13 ... Qxe5?? 14 Nxf7+) 12 Rxc6 dxc6 13 Nd6 + Kf8 14 Bxa6 b5 15 Nf3 Rb8 (15 ... h6 16 0-0 Qxa2 17 Bb7 Rb8 18 Qf4 Ng6 19 Qf5, Black's defeat is inescapable, 19 ... c5 20 Bd5; or 19 ... Qe6 20 Qxe6 fxe6 21 Ra1 should also win) 16 Ng5 Qxa2 17 0-0! (17 Bb7 Qb1+) 17 ... Qxa6 18 Ngxf7 Rg8 19 Ng5 (threatens mate - in - one!) 19 ... Ng6 20 Nxh7+ Ke7 21 Qg5+ to the devastation of Black.

8 Rc1

8 Nd5 Bb7.

8 ... Ne7

9 Nf3

The momentary detention of the e2-pawn is a great sigh of relief for Black.

9 ... c6

10 e4 Qe6

11 Bxa6 Nxa6

Another respite for Black.

12 0-0 0-0
13 Rfd1 Rfd8
14 Qd6 Nc5

With the idea of … Nb7 to assist the d-pawn to come into contact with the e5-pawn with … d7-d6 and support the positional pressure on Black's game. The straightforward 15 b4 would yield no decisive advantage for White: 15 ... Nb7 when 16 Qc7 is unpremeditated and will lead White to impasse; 16 … Rab8 17 Rd3 threatens to win in no time with R(c1)-d1, but after 17 … Ng6 the "threat" shifts to Black's favor; and to the fact after 18 Rcd1 Nf8 ripening ... R(d8)-c8. White just won't do with 17 b5, e.g. 17 … cxb5 18 Nxb5?? Rdc8; or 17 Ng5?! Qg4.

15 Ng5 Qxd6
16 Rxd6

16 exd6 Ng6 17 g3 f6, though unclear the position can come close to equality.

16 ... Nb7

17 Rd2 h6

Black has been watching his step very carefully! Had he played 17 … d6? he would have run into deep trouble immediately after 18 e6!

18 Nf3 d6

Leading to an agreeable conclusion for both players.

Game Six

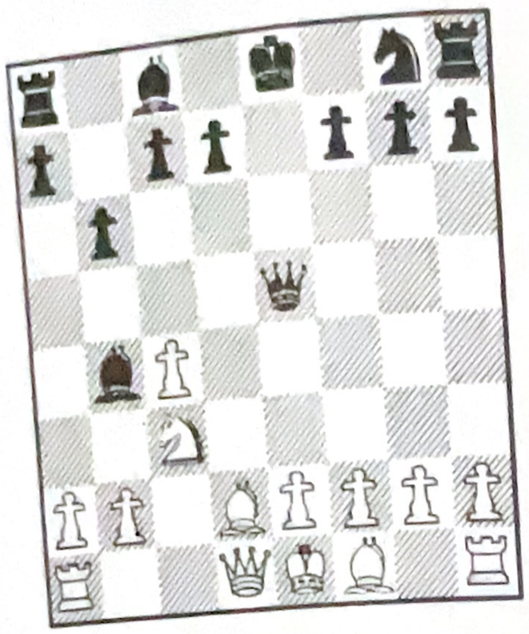
1 d4 b6
2 c4 e5
3 dxe5 Bb4+
4 Bd2 Qe7?!
5 Nc3!

The text and 5 Nf3 do not intend to put themselves of the trouble of defending the extra pawn — disagreeing with 5 f4. They are no doubt sharp and are up to seizing a steering initiative. 5 Nf3 Nc6 6 Nc3 Nxe5 7 Nxe5 (7 Nd5?? Nd3 mate) 7 … Qxe5

(see next diagram)

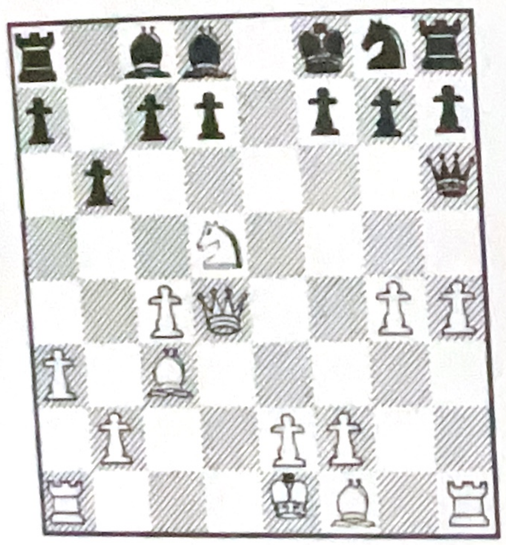
8 a3 is a shock! that diminishes Black! (either 8 Qb3 or 8 Nd5 looks pointed but merely lead to an easy game, *8 Qb3* Qe7! or *8 Nd5* Bxd2 + 9 Qxd2 c6=).

White now illustrates a clear-cut win from one end to the other via the most prompt, precise and forcing maneuvers:



a) **8 ... Be7** 9 Nd5 Bd8 10 Bc3 Qg5 11 h4 Qh6 (the route to lose very quickly would be 11 … Qg6 12 Nf4 and either 12 … Qh6 or 12 … Qg4 meets 13 Qd5) 12 Qd4:

a1) **12 ... Kf8** 13 g4!:



a11) **13 ... c5** 14 Qe5:

i) **14 ... d6** 15 Qg3, g4 - g5.

ii) **14 ... f6** 15 Qd6 + Ke8 (15 … Kf7 16 Bg2) 16 Bd2 Qg6 (16 … g5 17 Bg2) 17 Nf4 Qf7 18 Bg2.

a12) **13 ... f6** 14 Nf4 (there is no stopping g4-g5) 14 … Bb7 15 g5 fxg5 16 hxg5:

a121) **16 ... Qxg5** 17 Rh5:

i) **17 ... Qe7** 18 Rxh7!, viz. 18 … Rxh7 19 Ng6+.

ii) **17 ... Qg4** 18 Ne6+ Qxe6 (18 … dxe6 19 Qxg4) 19 Qxg7+.

a122) **16 ... Qxh1** 17 Qxg7 + Ke8 18 Qxh8.

a13) **13 ... Bb7** 14 g5 Qg6 15 Nf4 brings Black to an end.

a2) **12 ... f6** 13 Qe4+, 14 Nxf6.

b) **8 ... Bxc3** 9 Bxc3 Qg5 10 h4 drives away the black queen further off balance and off guard of the d5-square:

b1) **10 ... Qh6** 11 Qd5 c6 12 Qe5 +:

i) **12 ... Kf8** 13 Rd1 f6 14 Qc7.

ii) **12 ... Ne7** 13 Qxg7.

iii) **12 ... Kd8** 13 Qxg7.

b2) **10 ... Qg6** 11Qd5 c6 12 Qe5+ Kf8 13 h5 Qh6 14 Qc7 Nf6 (14 … f6 15 Bd2) 15 Bd2.

5 ... Qxe5

6 a3!

This witty move possesses an actual force as with 8 a3 above. Upon 6 Nf3 the advantage obtained by developing and attacking the queen with consequent gain of time in one stroke is less complete as it helps (some kind of a relief) Black find time to defend his kingside without much trouble with … f7-f6. 6 … Qc5 (after 6 Nf3) 7 Nd5.

(see next diagram)

White expects a swift win until 7 … Na6, a "peculiar" defender-maneuver that sounds! (7 … Bxd2+? saddles Black definitely in a hassle after 8 Qxd2 Na6 9 Qg5 or 8 ... Ne7 9 Qg5) 8 e4; whether White can secure Black's conviction poses doubts (8 Nxb4 Nxb4 9 Bc3 f6 10 e3

Bb7, e.g. 11 a3 Nc6 12 b4 Qe7 13 Bd3 draws skepticism about White's positional advantage after 13 … Nh6) 8 … Ne7 9 a3 Bxd2+ 10 Qxd2 c6.

Erroneous is 10 … Nxd5 (in the place of 10 … c6) and here and now either:

a) **11 exd5** Qe7+ 12 Be2 Nc5 13 Nd4 0-0 14 0-0 Ba6 15 Rfe1 Qf6 16 f3 d6 17 b4 Nd7. Soon, Black will run out of rational moves; or

b) **11 cxd5** 0-0 12 Bd3 is all right (12 Rc1? allows its own side's advantage slips after 12 … Qe7 13 Bd3 Nc5, the threat of … Nb3 compels 14 Qe2 Re8; just how the lapse of Rc1 can result awfully for the white side) when the repositioning 12 ... Qe7 will not get Black far: 13 0-0 Nc5 (13 … c5 14 e5! d6 15 e6! instantly disabling Black!) 14 Qc2 (14 Rae1? Nxd3 15 Qxd3 a5 with the idea of … Ba6), and now either 14 … Nxd3 15 Qxd3 or 14 … d6 15 Rfe1 gives White a marked advantage.

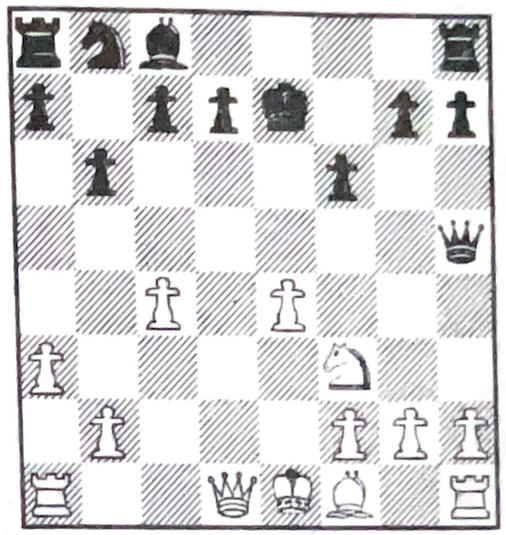
We proceed, 10 … c6: 11 b4 Qd6 12 e5 Qg6 13 Nxe7 (13 Nf4 is pointless, 13 … Qe4+ 14 Be2 Ng6) 13 … Kxe7. Black will proceed quietly with … Re8, … Kf8 and

hope for the best.

In lieu of 7 Nd5 (after 6 … Qc5, p. 28) White can also try 7 a3 Bxc3 8 Bxc3 f6 9 e4 (9 e3 Nc6 10 Be2 Nge7 11b4 Qf5 when White can lay no hold to an attack) 9 … Ne7:

a)**10 Be2** Ng6. White would have to grasp the advantage of the bishop-pair, otherwise his pull would soon dissipate.

b) **10 Bb4** Qh5 11 Bxe7 Kxe7.



Black can recuperate in time without serious damage with … Re8, … Kf8.

6 … Bxc3

6 … Be7 7 Nd5 Bd8 8 Bc3 Qg5 9 h4 leads to a similar theme discussed above.

7 Bxc3 Qg5

8 Nf3 Qh6

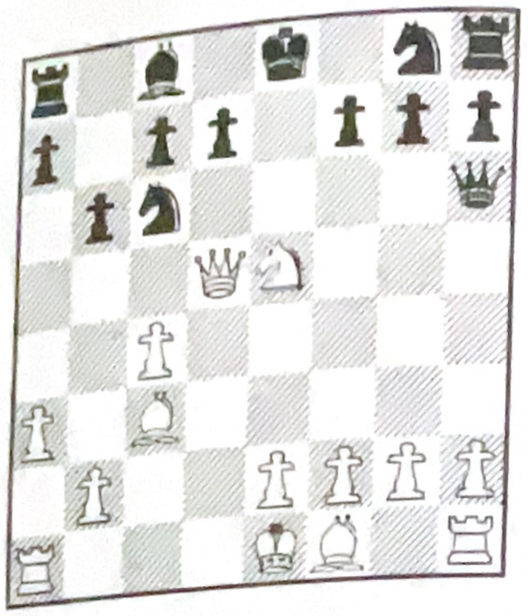
No way out for Black: 8 … Qg6 9 Qd5 Nc6 (or 9 … c6 10 Qe5 + Kf8 11 Qc7) 10 Ne5.

9 Qd5 Nc6

We echo the moves above (immediately preceding notes) with a different black queen's position: 9 … c6 10

Qe5 + Kf8 11 Qc7 is hard to meet.

10 Ne5!



White wins! An unexpectedly unpleasant conclusion for the second player.

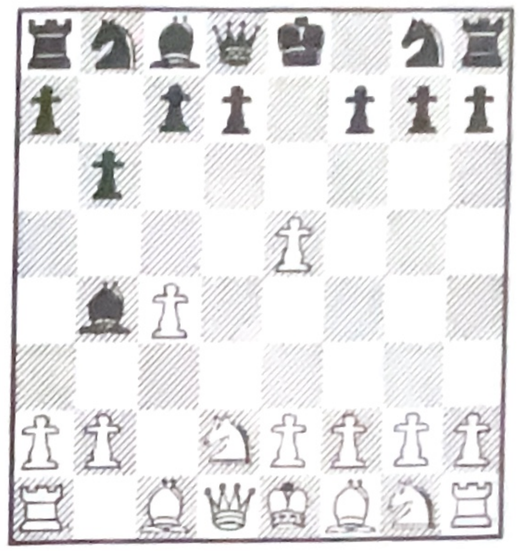
Black players are advised not to walk through this particular tightrope and take *Game Three*-4 … Bxd2 (+) instead.

Game Seven

1	**d4**	**b6**
2	**c4**	**e5**
3	**dxe5**	**Bb4+**
4	**Nd2**	

(see next diagram)

4 … Ne7!



We are of the impression that this is the most trustworthy and responsible reply to the 4 Nd2 variation. On 4 … Qe7?! (4 … Nc6 5 Ngf3 Qe7?! 6 a3! Bxd2+ 7 Bxd2 Nxe5 8 Nxe5 Qxe5 9 Bc3, see *Game Six* notes par. b, p.28) let 5 f4? (5 a3! Bxd2+ 6 Bxd2 Qxe5 7 Bc3 is a recurrent theme) , the service of the white queen's knight to a different square does not justify, still, the clinging push. 5 … f6 6 Ngf3 fxe5 7 Nxe5 Bb7, a super bishop on the long diagonal, 8 a3 Bxd2 + (8 … Qh4+? throws the advantage away after 9 g3 Qe7 10 Rg1 Bc5 11 Bg2!) 9 Bxd2 Nf6.

Really, White is left with unpleasant choices:

a) **10 Qa4** (prepares 0-0-0) 10 … Ne4! 11 Nf3 (11 Be3 Qh4+ 12 g3 Nxg3 13 Bf2 Qh6 wins the exchange) 11 … Nxd2 12 Kxd2 (12 Nxd2 Qh4+ decides, 13 g3 Qe7 14 Rg1 Qe3; 14 e4 Bxe4, etc.) 12 … Na6. Black's short or long castling rights introduces a winning attack after any of White's palliatives (like 13 b4).

b) **10 e3** Ne4 (with the idea of … Qh4) 11 Nf3 g5! 12 fxg5 Nxg5 13 Nxg5 Qxg5 14 Qe2 Nc6 15 0-0-0 0-0-0. White's

positional imbalances factor, e-pawn — expanded out of s
f4.

5 Ngf3

The clinging push 5 f4 must not be confused with previous similar lines, 5 ... Ng6 6 a3 Bxd2+ 7 Bxd2

7 ... Bb7— ... f7-f6 is impending and would have to crumple the white pieces may be. 7 Qxd2 (in lieu of 7 Bxd2) 7 ... f6 8 exf6 Qxf6 9 Qc2 Bb7 (9 ... Nxf4? 10 Qe4+ wins the rook) 10 e3 0-0 with adequate compensation for the pawn.

5	**...**	**Ng6**
6	**a3**	**Bxd2+**
7	**Bxd2**	**Qe7**

7 ... Nc6? 8 Bg5.

8 Bg5

Black can recover the pawn more than White can defend it. Also on the same line is 8 Bc3 Nc6:

a) **9 e3** Bb7. Black must guard the d5-square before proceeding; while the immediate 9 ... Ngxe5 loses to 10 Nxe5 Nxe5 11 Qd5.

b) **9 b4** Bb7 10 Qd5? 0-0-0.

c) **9 Qd5** Bb7 10 b4 Rb8.

8	**...**	**Qe6**
9	**Qd5**	**Nc6**
10	**b4**	

Chances are roughly even in either 10 Qxe6 fxe6 or 10 e3 Ngxe5.

10	**...**	**Ngxe5**
11	**Nxe5**	**Qxe5=**
12	**Qxe5**	**Nxe5**

The indifferent 13 e4 solves Black's queenside problems in short order after 13 ... a5 14 b5 f6 15 Bf4 (15 Be3? gives more reasons for Black to play his rook on the e-file; 15 ... d6 16 f4? compounding the error he has just taken by depriving his e-pawn of adequate support, 16 ... Ng6) 15 ... d6 16 Bxe5 fxe5. Black has a slight pull but White can draw with exact play.

13	**Bf4**	**d6**
14	**e3**	

Easy equality and the remainder therefore.

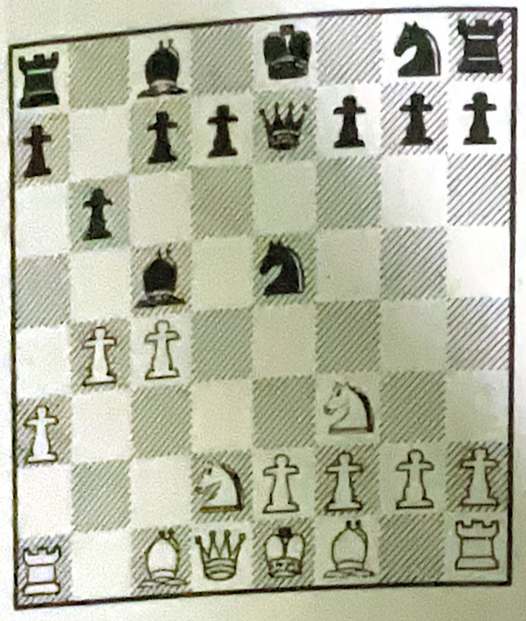
Game Eight

1	**d4**	**b6**
2	**c4**	**e5**
3	**dxe5**	**Bb4+**
4	**Nd2**	**c5!?**

A remarkably enterprising move! Extending the path of the bishop at b4 to slow pace White's stride, except: White detours via toll—a2-a3, b2-b4, N(d2)-b3 (see **7 Ne4** notes, p. 36).

4 … Nc6 5 Ngf3 Qe7?! and his immediately preceding move taken together equals a serious error, 6 a3! Bc5 (if 6 … Bxd2+, the reader's attention is redirected to introduction, p. 7 second par. of iv) 7 b4:

a) **7 … Nxe5**



8 Ne4! would win by force! (8 bxc5?? Nd3 mate) 8 … Nxf3 + (8 … Nxc4 9 Qd5 c6 10 Qxc4 d5 11 Qc3 dxe4 12 Qxg7 Qf6 13 Bb2) 9 gxf3 Bd6 10 Nxd6 + cxd6 (10 … Qxd6 11 Qxd6 cxd6 12 Bf4 Ke7 13 Rd1 winning game) 11 Bb2 Nf6 12 Qd4 Bb7 13 Rg1 Nh5 (13 … Kf8 14 0-0-0) 14 Qg4 Nf6 15 Qxg7 Rg8 16 Qxg8+, etc.

b) **7 … Bd4** 8 Nxd4 Nxd4 9 Bb2. White can win in any event:

i) **9 … e5** 10 b5.

ii) **9 … Nc6** 10 Nf3.

iii) **9 … Qxe5** 10 e3 c5 11 Be2.

5 a3 Ba5

6 b4!?

This bold thrust indicates that if White develops normally and quietly then Black evens up.

After 6 Rb1 Qe7 play continuous almost invariably of each of the following tenable lines:

a) **7 Ngf3** Bb7 8 Qc2 (8 e3 Be4 9 Ra1 Bxf3 10 Qxf3 Nc6 11 Bd3 Rc8=) 8 … Nc6 9 e3 Nxe5 10 Nxe5 Bxd2+ 11 Bxd2 Qxe5 12 Bc3 Qe4 13 Qxe4 Bxe4 14 Bxg7 (14 Rd1 f6 15 f3 Bc6 16 e4 Nh6=) 14 … Bxb1 15 Bxh8 f6 16 g4 Kf7 17 g5 fxg5 when a draw is most likely.

b) **7 Qa4** (threatens b2-b4) 7 … Nc6 8 Ngf3 Bb7 9 e3 Bxd2+ 10 Bxd2 Nxe5 11 Nxe5 Qxe5 12 Bc3 Qe4 13 Rc1 (13 Rd1? backfires after 13 … Bc6 14 Qb3 f6 when White's inability to castle would probably lead him to defeat, 15 Rd2 Ne7 16 Qc2 Qh4) 13 … f6 and White loses no time to hold his balance with 14 Qc2.

6 … cxb4

7 Ne4

White promptly avails himself of the opportunity to disenfranchise Black from his castling rights, no matter what the drawback(s): in this case the loosening up of his queenside. Black must stay with active defense to avoid being swiftly subdued in the face of this early aggression.

7 Nb3?! Ne7 8 Nf3 0-0 (again why not 8 … Nc6?; it is surprising to note Black's readiness to recapture with the b-pawn) 9 Nxa5 bxa5 10 Bg5 Nbc6 11 Qd6 Qe8 (not 11 … Rb8?! 12 Nd4! when White is OK) 12 Bxe7 preempts … Ng6, but not enough relief for the distressed e5-pawn in view of the recapture 12 … Qxe7.

7 … Nc6!

The bishop at a5 is very annoying and bothers White's early aggression. To support the bishop's stance, Black wisely keeps … b4xa3 (+) in suspension.

Let us look into the ramifications of the discovered check in lieu of the text: 7 … bxa3+?? perfectly premature of the black side, and following as a result: 8 Bd2 Bxd2+ (8 … Nc6 9 Bxa5 bxa5 10 Nf3 Nge7 11 Nd6+ Kf8 12 Rxa3; while 9 … Nxa5 loses immediately after 10 Nd6 + Kf8 11 Qd5) 9 Qxd2 Nc6 10 Nd6 + Kf8 11 Nf3. Take now notice, it is the white pawn jab prefatory to routing the already enfeebled black pieces.

a) **11 … h6** (11 … Nge7 12 Qf4) 12 g3! Qe7 13 Bg2 Rb8 14 Rxa3 Nxe5 15 Re3 f6 16 Nh4! after bringing forth the f and h pawns.

b) **11 … f6** 12 g3! Qe7 (12 … fxe5 13 Ng5 Nh6 14 Rxa3; or 12 … Nxe5 13 Nxe5 fxe5 14 Qd5) 13 Bg2.

c) **11 … Qe7** 12 g3! Nxe5 13 Bg2 Rb8 (13 … Nxf3+ 14 Bxf3 Rb8 15 Rxa3) 14 Rxa3.

8 Nd6+ Kf8

9 f4

9 Nf3 is not unfailing (9 Bd2 b3! 10 Bxa5 bxa5!), 9 … Qe7 (9 … bxa3+? 10 Bd2 Bxd2+ 11 Qxd2 Qe7 12 Qd5!)

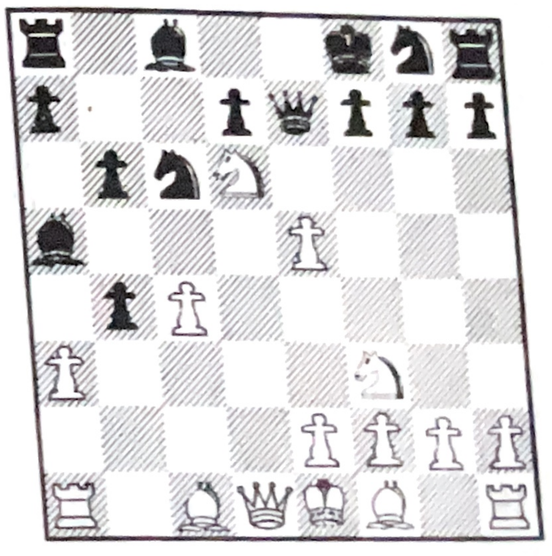
(see next diagram)

and now:

a) **10 Qd5:**

a1) **10 … Qe6!** 11 Ng5 (as it seems White can hardly find a promising continuation,11 Bd2 Nge7 12 Qxe6 dxe6 13 axb4 Nxb4!) 11 … Qxd5 12 cxd5 Nxe5 13 f4 h6 14 fxe5 hxg5:

i) **15 Bd2** (doubtful) 15 … b3 16 Bxa5 (16 Nc4 Bxd2+ 17 Nxd2 Ne7 18 e4 Ng6, etc.) 16 … bxa5 17 e4 Ne7 18 Rb1 (18 Bb5 Ng6 19 Nxc8 Rxc8 20 Bxd7 Rc2) 18 … Ng6 19 Rxb3 (19 Rc1 b2) 19 … Nxe5 20 Rc3 Ke7 when White must struggle to salvage his game. The check 21 Nf5 (+) is no annoyance, 21 … Kf6 22 Nd6 g6 prevents Nf5 before the black king goes back to e7-square.



ii) **15 Nc4** (deficient) 15 … Rh4! 16 Nxa5 bxa5 17 Bxg5 (17 Bd2 Bb7) 17 … Re4 18 Bd2 Bb7 (18 … Ne7) 19 Rb1 Bxd5 20 axb4 Rb8.

iii) **15 Bxg5** (a slop) 15 … bxa3 + 16 Bd2 Bxd2 + 17 Kxd2 Rh5, e.g. 18 Nc4 Ba6; or 18 Rxa3 Rxe5 19 Nxc8 Rxc8.

a2) Black must not be misguided by **10 … f6** 11 Bd2! bxa3 12 Bxa5 bxa5 13 g3! Nh6 14 Bh3 fxe5 15 Rxa3 is crushing; or be carried along by:

a3) **10 … bxa3+??** 11 Kd1!! and gives à remarkable win, 11 … Bb4 12 Bxa3:

a31) **12 … Bxa3** 13 Rxa3 Nh6 14 g3! (establishes the limits of Black's cramped position) 14 … f6? (Black falls without notice) 15 Bh3 fxe5 (15 … Nf7 16 Nxf7 Qxf7 17 e6)

16 Nxe5!! Nxe5 (if Black chooses an inelegant White win, 16 ... Qxe5 17 Rf3+ Ke7 18 Re3) 17 Re3 Striking!!

a32) There are not any loopholes that go with the alternative **12 ... Bc5**, there being the soundness of 13 Nd4!:

i) **13 ... Bxa3** 14 Rxa3 Bb7 15 N4f5 then N(d6)xb7.

ii)**13 ... Bxd4** 14 Nxc8.

b) **10 Bd2?:**

i) **10 ... b3!** 11 Bxa5 bxa5, except:

ii)**10 ... Nxe5?** 11 Nxe5 (11 Nxc8?? Nd3 mate) 11 ... Qxd6 12 Nd3 bxa3 13 Bxa5 bxa5 14 c5 and there follows Rxa3, and

iii)**10 ... bxa3** 11 Bxa5 Nxa5 12 g3! to the direction of 12 ... h6 (12 ... Bb7 13 Nxb7 Nxb7 14 Bg2) 13 Bg2 Rb8 14 0-0 necessarily bad for Black's game.

White, however incomplete in piece development, can show an unusual resource if Black prematurely lifts — this very minute — the suspension of the holder of the bind, the b4-pawn: one is 9 ... bxa3 + 10 Kf2! Bb4 11 Bxa3 and the other, 9 ... bxa3+ 10 Bd2 Bxd2+ 11 Qxd2; re: analogous winning themes.

9 ... f6

Black's next can be played interchangeably with the

text. The move deserves an exclamation point, but it being conspicuous we need not.

10 Nf3 Nh6

White now faces a tough problem on sight: What to do, under the present circumstances, with the now ready and complete ... b4xa3 (+) and ... b4-b3 (+) as well.

White should have simply played 6 Rb1 (instead of **6 b4!?**) and a half point at least would have been guaranteed in return.

Retro III

In the matter of "4 ... Nc6 5 Ngf3 Qe7?!" (p. 35 notes, second par.). This does not necessarily mean, by necessity, that 4 ... Nc6 is also incorrect. The move, no doubt, can be correct provided: 5 ... Nge7 comes after in sequence after White's 5 Ngf3 (*Game Six* text, very analogous).

The alternative 8 ... Bb7 (p. 35, par. a, after 8 Ne4!) is of no avail either, in any case, after 9 Bb2:

1) **9 ... Bd6** 10 Nxd6+ cxd6 11 Qb3 Nxf3+ 12 gxf3 Nf6 13 Rg1 0-0 (13 ... Kf8 14 Rd1, Rd4, Rdg4) 14 Qc3 Kh8 15 Rd1, Rd4, Rdg4.

2) **9 ... f6** 10 Bxe5 Bxe4 (10 ... fxe5 11 Qc2! Bd6 12 c5) 11 Bxc7.

3) **9 ... Nxf3+** 10 gxf3 f5 11 Ng3.